

## MANUFACTURED HOME PARK LICENSE APPLICATION

Safety & Buildings Division Manufactured Home Unit 201 W Washington Ave 4<sup>th</sup> Floor P.O. Box 1355 Madison, WI 53701-1355

Phone: (608) 264-9596 Fax: (608) 267-0592 TDD: (608) 264-8777

MHP NO.

Revenue Code: 7000

FOR COMM USE ONLY

Personal information you provide may be used for secondary purposes [Privacy Law, s.15.04(1)(m)].

- Fill in application completely, sign, and date.
- Make check or money order payable to Department of Commerce.
- Mail application and check to the above address.
- Definitions: Manufactured Home Park—Any plot or plots of ground upon which 3 or more Manufactured home units, occupied for dwelling or sleeping purposes, are located, regardless of whether or not a charge is made for such accommodations.

**Owner**—Person, state or local government. "Person" includes individuals, partnerships, firms, companies or corporations.

## PLEASE TYPE OR PRINT

This application is for □ New Park □ Expansion □ Change in Ownership □ Other						
Name of Manufactured Home P	Name of Pa	Name of Park Owner				
Street Address**	Street Addr	Street Address				
P.O. Box No.		P.O. Box N	P.O. Box No.			
City/State/Zip	City/State/Z	City/State/Zip				
Phone No.	County	Phone No.	Phone No.			
Number of Manufactured Home	Name of Fo	Name of Former Owner (if applicable)				
**If Manufactured home park address above does not include a specific street number, furnish directions to your park location, including highway numbers or letters and distances:						
Water Source ☐ Publi	c □ Private	Septic Sour	rce 🗅 Public	☐ Private		
Presently Licensed						
Licensed by	n □ Village □ City	County	State			
Inspected by Licensing Agency ☐ Yes ☐ No If Yes, agency name and year inspected:						
Number of Sites Locally Licensed Annual Local Fee						
Licensing Fee Criteria – *Check One Box Only*  No. Of Manuf. Home Sites:   1-20 Sites  21-50 Sites  51-100 Sites  101-175 Sites  176+ Sites  Ownership						
Required Fee:	\$250 \$450	\$700	\$900	\$1000	\$30	
X			Title		Date	